



CDF Operations Report

Mark Mattson (WSU)

All Experimenter's Meeting
August 07, 2006

Store Summary (Jul 31 - Aug 7)

Store	Start Date	Duration (hours)	Intial Lum 1/($\mu\text{b-s}$)	Delivered Lum (1/pb)	Live Lum (1/pb)	Lum w/Si (1/pb)	Comments
4862	29 Jul Sat	53.3	165.6	8.87	6.71 75.7%	4.98 56.0%	humidity sensor, cooling
4868	01 Aug Tue	25.3	124.0	4.61	3.77 81.8%	3.74 81.2%	crate trips, DAQ, L3 Si Calib, XFT/XTRP
4884	04 Aug Fri	19.7	81.1	2.65	2.21 83.6%	2.10 79.2	EVB/L3 trigger, TOF HV tests
4887	06 Aug Sun	4.8	154.6	2.00	1.80 89.9%	1.80 89.9%	-
4889	06 Aug Sun	4.4	108.8	1.29	1.14 88.2%	1.14 88.2%	-
4893	07 Aug Mon	Running	29.2				
Total		107.5		19.43	15.63 80.4%	13.75 70.8%	

Cooling Problems

- CDF turned off Monday afternoon when the temperature was too high for the detector and B0 computers
- Back online Tues afternoon when cooling was sufficient
- Low cooling water pressure due to manual valves being open, bypassing the heat exchangers
 - Thanks to FESS (Steve Shirley), Bill Noe, and all involved in tracking this down
 - Valves were not used, in an awkward ceiling position, and required equipment to open. They may have been mistakenly opened, but not accidentally.
 - Valves were not labeled-- have been tagged “Do Not Open”
- New chiller 5 made operational at the same time that chilled water flow restored (does not require pond water up to 90F)

Access Work

- Tuesday morning controlled access
 - Replaced TDC in the COT
 - Replaced preamp chip for BMU
 - NW lower silicon rack discovered out of position
- Thursday supervised access
 - NW Si rack re-secured to wall brackets
 - Many repairs: muons (CMP, BMU), ISL power supply replaced, faster CPUs installed, CHA HV Pisa box
 - East Si cooling flows have bubbles (west side will be checked this evening)
 - During closing, several improperly secured TSU (forward muon) scintillators were found to be falling off. The planes are in a fiducial region not used by trigger or current analyses.
- Sunday “Quiet Time” - sourcing of the endplug calorimeter



ISL sight glass